

# Chaldean Hopscotch Game

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## The Goal

The first player to move all **five (5)** **stones** fifteen (15) squares from "Start" to off the board through their "Exit" wins the game.

### The Die

The game is played with **four (4) four-sided dice**. Every die is black... each having one **white capstone**.

### How to Tally the Score

Five (5) scores are possible per roll of all four dice: 0 - 1 - 2 - 3 - 4.

A score is determined by tallying how many **white capstones** are facing up:

The player can move any one of five  
stones that number of spaces scored per  
roll.

This score cannot be shared between two-or-more stones. Only one (1) stone can be moved per turn.

## The Board

The game board contains twenty (20) squares—eight (8) squares long and three (3) squares wide.

The game board consists of **two parts**: one group of thirteen (13) squares; and one group of seven (7) squares.

**Note:** The 13<sup>th</sup> square viz. 5<sup>th</sup> square center row and the 14<sup>th</sup> square viz. 6<sup>th</sup> square center row mark the "**nexus**" between the first and second halves of the board.

There are only **eight (8) shared spaces** (in the center row of the board).

The first three (3) squares—beginning with a "**sun square**"—are "safe" spaces.

### The “Roll Again” Square

Any stone which lands on a "Roll Again" square must be rolled again--and so move the score tallied by the second roll of the dice: This is not always beneficial.

### The “Start Over” Square

Any stone which lands on the fourth square center row-marked "**Start Over**"—is to be immediately removed from play and must start over from the beginning.

### The “Miss Turn” Square

If a player lands any stone on the "Miss Turn" square... they forfeit their next turn--and their opponent can roll twice thereafter.

After having forfeited a turn, a stone on the "Miss Turn" square must be moved. If the player next rolls a zero ("0") they "miss a turn" once again.

If a player lands a stone on an "occupied" "Miss Turn" square—their opponent's piece must be removed from play and "start over"... but the player who thereafter occupies this square must "miss a turn."

### Rules of Play

Each stone enters into play via their "sun square" and advancing all five (5) stones fifteen (15) squares--and exiting play via their "moon square."

### Two Rules on “Stacking Stones”

If a player moves a stone on a space occupied by an opponent's stone, the opponent must take that stone off the game-board and start it over again from the beginning.

If a player cannot move a stone without stacking one upon another, the player forfeits that move.

### The Winner

The winner is the first player to successfully enter all five (5) stones into play, moving each one fifteen (15) squares and out their exit port... leaving no other piece in play.

